

SXSW Interactive

What a GT teacher learned...

Austin Kleon

Calls himself a writer who draws Written three books: Newspaper Blackout, Steal Like an Artist & Show Your Work Two take aways: 1. To be interesting, you have to be interested 2. Shut up & Listen





Image Think Doodles from Kleon's session



ERIC SCHMIDT JARED COHEN

THE NEW DIGITAL AGE

RESHAPING THE FUTURE OF PEOPLE, NATIONS AND BUSINESS

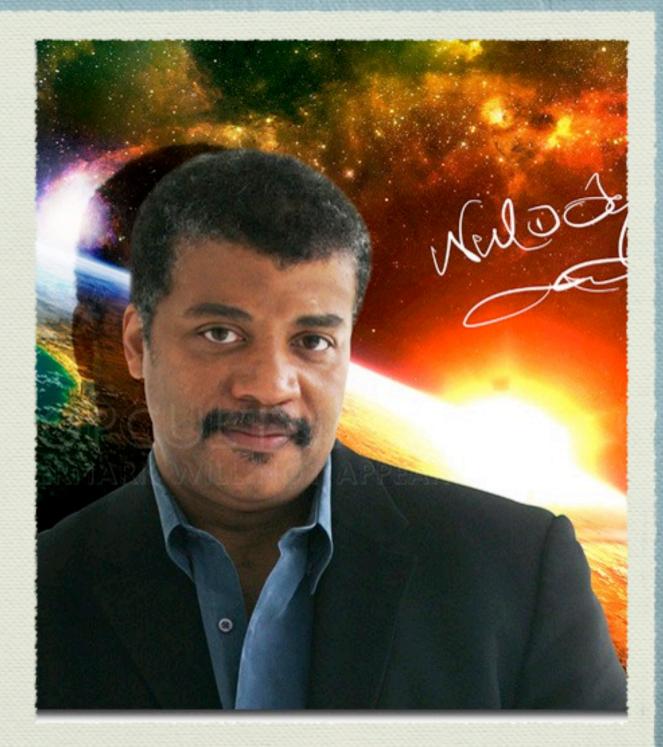


The Google <u>Guys</u>

They told me that I needed to be teaching my students about GRIT.

Neil DeGrasse Tyson

- Science Literacy= How much do you still wonder about the World?
- Education is failing students because we don't show student *how* science works.
- Stop becoming so attached to the numbers & textbooks.
 - Cosmos

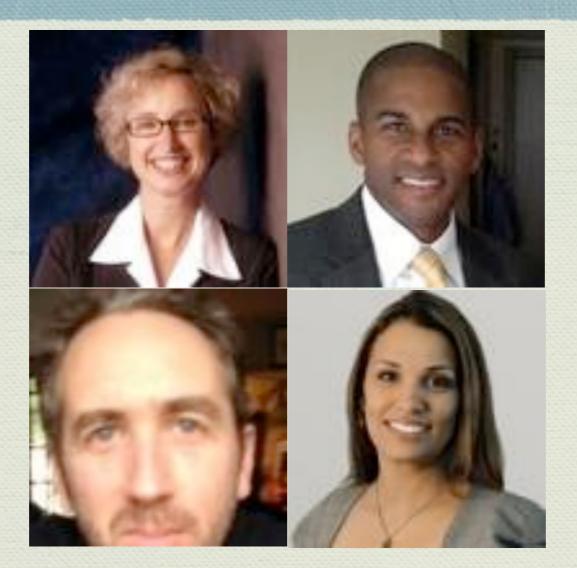






Let things 'play-out' with kids when experimenting

<u>CoParentology</u>: How Tech is Empowering Parents



Learned more of the good about kids & technology

CoParentology Panel

- Dr. Elizabeth Vandewater Director, <u>The University of Texas School of Public</u> <u>Health</u> Center for Research on Interactive Technology, Television and Children.
- Mr. Francesco Cardoletti founder and chairman of the world acclaimed Q&A site for parents on tech, <u>Quibly</u>.
- Ms. Keree Brannen Marketing and Biz Dev Exec w/ HNM Enterprises, proud legacy member of Jack and Jill of America, Inc. and The Girl Friends, Inc.
- Mr. Arvin Poole Founder, Executive Director, Day With Daddy, moderated the panel and dug deep into some of the social and physiological aspects of how interactive and social media is changing the parent/child relationship.

Creativity & Chaos: A Love Story

- I. Be flat. Great ideas can come from anyone. There is on one leader or there is no diversity of thought. No one cares what your title is.
 - 2. Competition is good. People should want to win. Tell people they are wrong.
 - 3. Needs to be true friendships/relationships

4. Iterate. Always push your idea and present multiple ideas. When you think you have it, throw it away and start over. You are NEVER done.

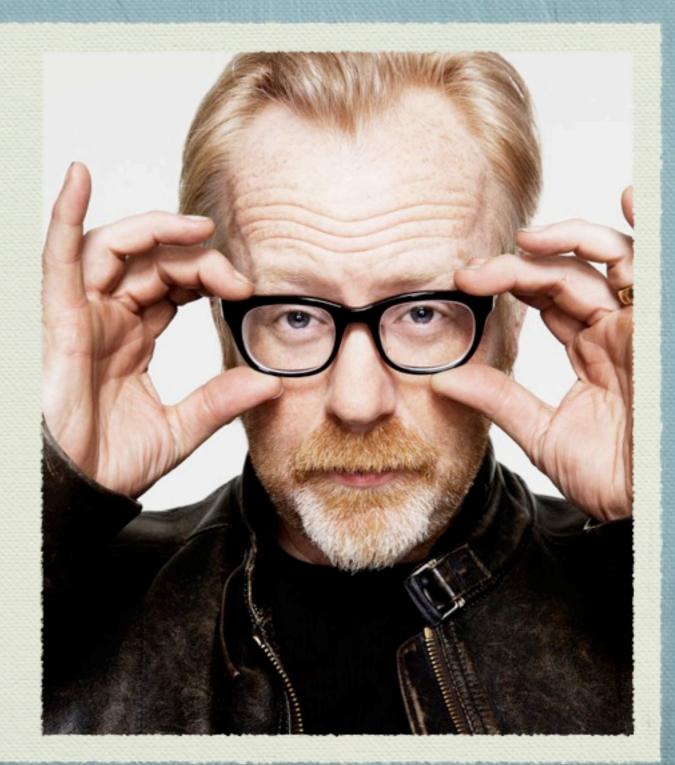
- 5. Take the time to listen.
- 6. Test & learn. We have to test- give it to 5 people to try.
- 7. Collaboration is painful. critiques are painful. Re-work is painful.
- 8. Make sure there is time for the crazy stuff.

9. No one would choose to commune as their team in a war. Beware of the democracy trap. The QB changes. Someone has to make a decision.

10. Choose your mantra- assignments are just assignments- if you don't love it, you failed.

Adam Savage- Art & Science

- Art & Science is a conversation about who we are and what we are doing
- Pay attention- you will notice patterns
- Question absolutely everything



Adam Savage-Art & Science

- If Scientist could talk more about failure, they would do a better job.
- Weight Weight
- Schools need more hands on so kids fully understand

Adam Savage-Arts & Science

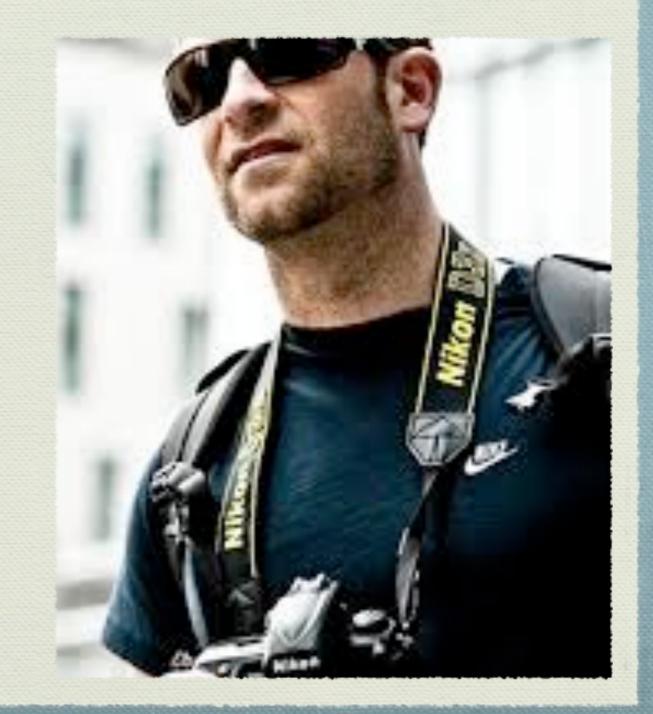
- Awesome hobbies that have nothing to do with science are very creative and everyone needs one.
- Pushing something to its limits and seeing its limit is important for kids- knowing its bandwidth
- It is not STEM, it is STEAM- we MUST have the ART for the creative process.
- When I don't know something, I start with a pencil and I cheat until I get better.



Let's talk about failure & Go See Art!

<u>Chase Jarvis</u>- Creativity is the New Literacy

- Creativity will solve the World's problems
- Kids start to loss their
 creativity around 6th
 grade
- Online <u>creative classes</u> similar to Khan academy



Ten ways to build Creativity

- 10. Pursue a creative craft- do something creative everyday
- 9. You need some space-take a walk, get a little solace, mediate
- % 8. Play- get 30 minutes of play daily- you will be happier
- 7. Find a tribe- your other people who are like you
- 6. Show your work- tighten your community, your work will get better
- 5. Imperfection- iteration go hand in hand

Ten ways to build Creativity

- 4. Put more of you into your work- tell real stories
- 3. Doubts= Doing it right- you must be scared, vulnerable, uncomfortable, take risks
- A 2. Make Something Everyday- creative activities create more creativity
- 1. YOU HAVE NOTHING TO LOSE- Take a risk



We have got to fix our broken system